PTIV2S | ELS





Release		Summer 2015
System		PS3 & PS Vita
Genre		Strategy RPG
ESRB		RP
Developer		Lancarse
Publisher		ATLUS
MSRP	PS3	\$39.99 U.S. \$49.99 Canada
	PS Vita	\$39.99 U.S. \$49.99 Canada
UPC	PS3	7-30865-00156-9
	PS Vita	7-30865-20009-2
SKU	PS3	LD-00156-9
	PS Vita	LD-20009-2
# of Players		1
Languages	Packaging	English
	In-Game Text	English
	In-Game Voice	English
Game Site		atlus.com/lostdimension

LOST DIMENSION

Lost Dimension™

To subdue the threat The End poses to the entire planet, several countries create a special forces group called SEALED, which is comprised of eleven psychics with superhuman abilities. Each soldier has their own talents and skillsets to use in combat, which can be expanded after gaining enough experience in the field. Bonds of friendship will form amongst the members of SEALED, but be mindful of which allies to keep close, as The End mandates the player must begin eliminating teammates. Make sure to accuse the right teammate of being a traitor though, once the final battle with The End begins any remaining traitors will fight the main character alongside him.

A Cataclysmic Whodunnit!

Not only will players have to keep their eyes focused on strategically defeating the enemies laying in wait on the field of combat, but they need to carefully watch party members' tendencies in order to expose the traitor. At the end of every floor, players will be forced to vote and eliminate one of their trusted allies, and the consequences for choosing incorrectly could be dire...

Spoiler-Free Zone

In addition to a variety of game mechanics to help assess teammate loyalty, Lost Dimension's traitor system is randomly determined, assuring that no two players will be faced with the same playthrough. Sorry, kiddies, but it's impossible to look up the answers this time around.

Psychic Warlords

Each character in the party is a master of a different sphere of powers. There's the girl who controls molecular behavior to burn or freeze anything/anyone in her path. There's the guy who can teleport all around (also with the bonus superpower of being satisfyingly cocky). And there's even someone with an identity crisis because all he knows how to do is steal everyone else's powers!

Keep Your Friends Close...

In between battles, players will have the option to chat with teammates and develop closer bonds with them. Juggling these friendships and keeping track of who participates in battle will be the key to sussing out the traitors and assuring that, by the time you reach The End, it won't be... the end... for you and your allies!







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